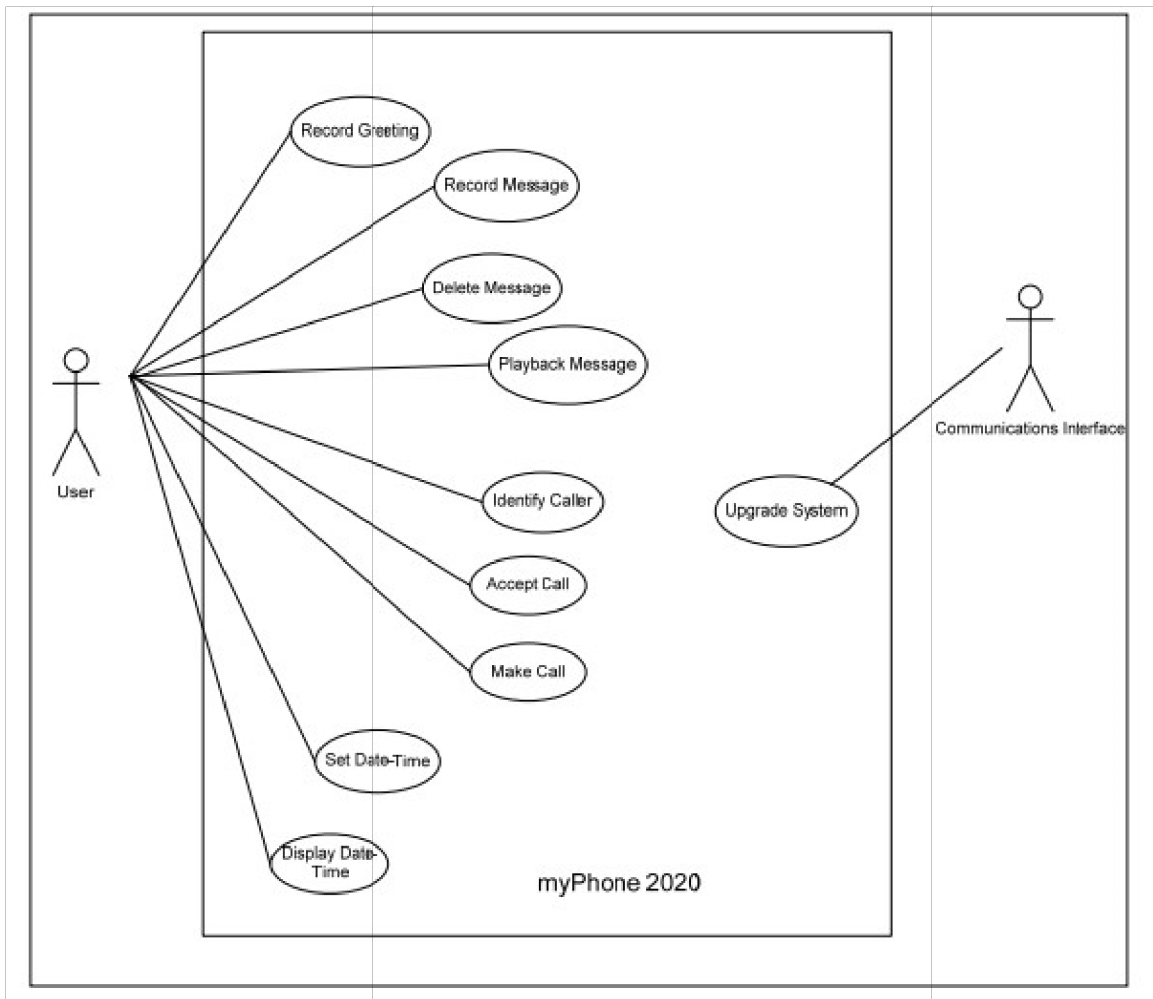Use Case Diagram For Mobile Phone :

Graphical Representation:

Textual Description :

Record Greeting

- The user can record a greeting that will be played when a call is received.
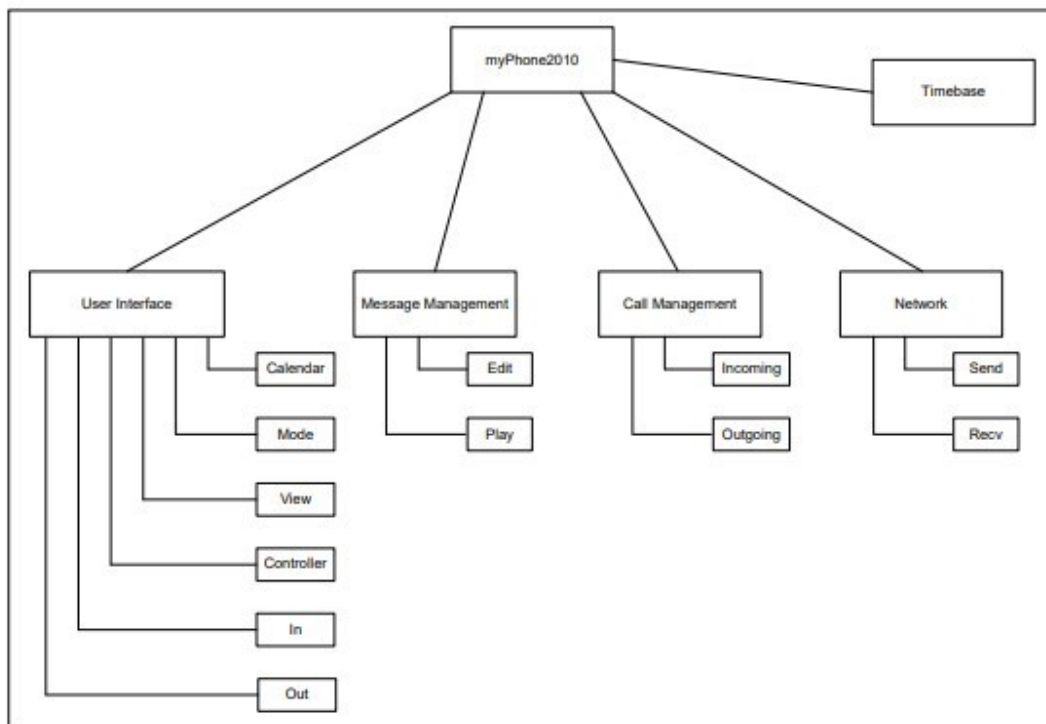
- Exceptions – out of memory, power off.

Record Message

- An incoming call has been received, the outgoing greeting has been played, and the caller has begun speaking. The message will be tagged with the current time, the caller's identification, and stored in the message memory.

Playback Message

- The user selects a recorded message, presses a play button. The message is played until the user selects stop or deletes the message.

Functional Decomposition:

Class Diagram:

Display Driver
-date : int
-time : int
-status : int
-refresh
+send()
+update()

«uses»

User Interface

«uses»

User Controls

Time Subsystem
-time : int
+getTime() : int
+setTime() : int
+getDate() : int
+setDate() : int
+refreshDisplay()

Network Interface
-configuration : char
+get() : char
+send() : char

Audio Subsystem
-volume : unsigned char
-inMessage : unsigned char
-outMessage : unsigned char
+outStream()
+inStream()

Message Memory

1   1

100   1

Audio Input
-inData
+get()

Audio Output
-outData
+put()

Incoming Message
-message
+getMessage()

Outgoing Message
-message
+putMessage()

«uses»

«uses»

«interface»
Microphone

«interface»
Speaker